

BIG BROTHER



FEB.

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BIG BROTHER #3: 8 Feb. 1967: WINTER 1901:

England-Build Army Edinburgh
France-Build Fleet Brest
Build Fleet Marseilles
Germany-Build Army Munich
Build Army Berlin
Italy-Build Fleet Naples
Build Army Rome

Austria-Remove Army Bohemia

Russia-Build Army St. Petersburg

Turkey-Build Army Constantinople Wed. -22

Spring 1902 Moves due SEP-22 Feb. 1967:

News Items: Rome to Turkey - How about new piece
talks?

Valentine Day: Austria loves France,
Turkey, if you write Austria, we can discuss
the business of peaceful alliances.

BIG BROTHER GAMEMASTER'S GAME #1: WINTER 1909:

GAME OF THE EXPERTS:

France-Build Fleet Brest

8 Feb. 1967:

Germany-Build Army Berlin

Italy-Retreat Fleet Venice to Apulia

Turkey-Build Fleet Ankara

Spring 1910 Moves: Fall 10 Moves due SEP-22 Feb. 1967:

England: Fleet-Edinburgh stands:

FRANCE (Brannan)-C-Edin. holds, E-Eng. S. (S) I-Eng. Sea

E-Eng. to Eng. Sea, I-Eng. to Ruhr, A-Hol to Kiel

A-Mar. to Eur., A-Yen. to Tyr., A-Bus. to Rome

A-Pied. to Tuscany, E-Syrrhian Sea to Naples.

GERMANY (Koning)-I-May hold, E-Eng. (S) E Key

E-Den hold, A-Kiel hold, A-Mun (C) A Bohemia

A-Ber (S) A-War to Gal, A-War to Galicia

A-Berlin to Silisia, A-Moscow hold.

ITALY (McCallum)-E-Tun. to Tyr. Sea, E-Cre. to Ion. Sea,

I-Apr. (S) E Cre. to Ion. Sea, A-Gal. to Rumania,

A-Bud. (S) A-Gal. to Rum., A-Serb. (S) A-Gal. to Rum

I-Bul. (South Coast) holds, A-Tri to Ven, A-Vic hold

TURKEY (Wells)-Fleet-Ankara to Black Sea

Fleet-Smyrna to Aegean Sea

Army-Ukraine supports E Rumania

Fleet-Rumania hold (Retreat to Sevast.)

Army-Constantinople to Bulgaria

BIG BROTHER #26 is published by: Mr. Charles Reinsel,

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NOTE: All players must abide by Rule #20. Sorry! B.B.

The second Annual Big Brother GAMEMASTER'S GAME

is now forming. Please send enclosed entries in soon!

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RULES TO BE FOLLOWED BY THE GAMESMASTER IN BIG BROTHER:

1. Except as listed below all of the original rules as published by Games Research Inc. will be followed.
2. A precedent set in a game will be followed throughout said game.
3. No conditional moves to be accepted except where asked by the gamesmaster, in a specific situation, to speed up the game.
- 4A. The rule that "A unit ordered to move, even if unsuccessful, still may cut a support" is hereby set aside if that attack is ordered to be given by a conveyed army and that convey is actually disrupted.
- 4B. Moreover if the convey is not disrupted, the direction of attack of the conveyed army is regarded as coming from the position of the last conveying fleet, and not from the point of origin of the army.
- 4C. The rule that "A unit ordered to move, even if unsuccessful, may stand off a single unit" is hereby set aside in the one case where an unsuccessful move to a province by a unit that is dislodged by an attack from said province will not stop another unit from following into the province.
5. Any unit attempting to move may be supported only to where it is going. If stood off it no longer has any support.
6. No gamesmaster is expected to resign. If he can publish a game then he can send in moves for this important game.
7. The decisions of this gamesmaster are considered final after two weeks or the next move has been published. However I will try to correct errors of my own making!
8. Mechanics of writing orders same as Games Research rulebook except that the following are not valid in this game:
 - A. Confusing a Fleet for an Army or vice-versa.
 - B. Naming the wrong Province or Body of Water.
 - C. Not naming or giving improper coast if a Fleet is moving From or To Spain, St. Petersburg, or Bulgaria.
9. When two or more units are dislodged and ordered to retreat to the same place they are removed from the board.
10. Each player must send in his own moves.
11. A player must tell me the truth. He is expected not to tell the other players the truth. (Well hardly ever!)

Rules continued on next page:

BIG BROTHER #36: CASE 2-1 ALL 1906: 6 FEBRUARY 1967:
FRANCE & ENGLAND BATTLE WHILE TURKEY & AUSTRIA MOVE WESTWARD!

English Retreat & all Spring 1906 Moves due 8PM ~~March 1906~~
AUSTRIA---Army-Moscow to Warsaw 22 February 1967:
Zelazny Army-Warsaw to Silesia Wednesday:

Army-Galicia S A Warsaw to Silesia
Army-Bohemia to Munich
Army-Vienna to Tyrolia
Army-Piedmont to Marseilles
Army-Venice S A Vienna to Tyrolia
Fleet-Adriatic Sea hold.

ENGLAND---Fleet-Baltic Sea to Kiel

MacKenzie Army-Denmark S F Baltic Sea to Kiel

Fleet-Holland S F Baltic Sea to Kiel*

(* F-Holland must retreat to North Sea or Helgoland)

Fleet-Norway S F St. Petersburg (North Coast)

Fleet-St. Petersburg (North Coast) holds.

Fleet-Norwegian Sea to North Atlantic Ocean

Fleet-London to English Channel

Fleet-Irish Sea S F London to English Channel

FRANCE---Fleet-Mid-Atlantic Ocean to North Atlantic Ocean

Birsan Fleet-Brest to Mid-Atlantic Ocean

Army-Belgium S A Kiel to Holland

Army-Silesia to Prussia

Army-Berlin S A Silesia to Prussia

Army-Munich S A Berlin

Army-Marseilles to Piedmont

Army-Kiel to Holland

ITALY---Army-Apulia stands.

TURKEY---Fleet-Black Sea stands.

Dygert Army-Greece holds.

Army-Prussia to Berlin (Retreats to Livonia)

Fleet-Aegean Sea to Ionian Sea

Fleet-Tyrrhenian Sea to Gulf of Lyon

Fleet-Ionian Sea to Tyrrhenian Sea

Fleet-Tunis to North Africa

Supply Centers Controlled By:

England-3 home, Kiel, Nop, Swed. St. Peta, Den (8) Constant.

France-3 home, Spa, Port, Bel, Sev, Kan, Hol (9) Build One*

Italy-Rome, Nap (2) In Civil Disorder:

Austria-3 home, Serb, Rum, War, Mos, Ven (8) Constant

Turkey-3 home, Bul, Sev, Gre, Tun (7) Constant.

*FRANCE has to build an Army in Paris as she has no other center open. So knowing this we all move to Spring 1906:

(Moves may be conditional on retreat of English F Holland).

News Items: Athens (Sept. 5)-Standing amidst the ruins of the Parthenon Sultan Bashi-Bazouks, behind his mask of indolence, noted, "There is something fraudulent about the ability and the policy of Quai d'Orsay. Who is going to pull French chestnuts out of the fire this time?" Anatolia: Cat's-paw anyone?

10-25-05 Paris: A state of terror has been declared over Western Europe as the French forces prepare to stand off massive forces facing her. Out numbered on land and sea the French people are facing their most serious crisis since '71. Re: Ship "R.A.T. Fink"

Rules to be followed by the GameMaster in Big Brother: (Cont.)

12. A. Moves will be accepted by mail, telephone, pony express, ~~airmail~~, & etc. but any errors in communication will have to stand.
- B. All players are expected to furnish the Gamesmaster with his or her correct telephone number.
- C. You may change your move, if you desire, by any method in 12-A above - limited only by deadline date time of 3:00 PM E.S.T. and the case of 12-D below.
- D. Anytime I have moves from all of the players involved in a game, I reserve the right to compile or publish moves at that time to speed up the game. Once these moves are typed on masters, ready, to run off for Big Brother then any other changes in moves are too late.
13. First player to get control of 18 supply centers OR a majority of the pieces on the board, at any time, wins game.
14. If, on any move, no orders are received from a player, all his forces will be considered as standing. Any such unordered force which is dislodged, will be annihilated. An unordered retreating force will be removed.
15. If any player misses a total of any three moves the civil government in his country has collapsed. His units stand in position and defend themselves, but do not support each other.
16. Any player may, if he wishes, support standing units in the cases of 14. or 15. Above.
17. Calhamer's "Coastal Crawl" is legal in Big Brother. Example: E-Portugal to Spain (SC) & E-Spain (HC) to Portugal.
18. In Big Brother we agree that: A means Army, F means Fleet, S means supports, & C means convoys as in rule book.
19. A country may NOT support another country's attack on its own units. (This is meant to read any different ways!)
20. A fleet in a split province may use only the spaces to which it can legally move.
21. When a doubly attacked force is in the space of a conflict which results in a stand-off, the attacked force lives and controls the remains of the war torn province or body of water mixed with the blood of those who did not survive the holocaust.
22. Please do Not call the gamesmaster collect and from now on this gamesmaster may refuse moves that come "postage due!"
23. This gamesmaster believes in "Fair Play" and ethics.
 - We will NOT: Accept moves after deadlines.
 - We will NOT: Make moves for players who forget.
 - We will NOT: Ask others to move for those lazy players.
 - We will NOT: Help one player with information about another.

NOTICE FROM "BIG BROTHER", 10 February 1967:

Just One Year ago this month we started in Big Brother Postal Diplomacy since #1 the first Postal Diplomacy Game for

GAMESMASTERS ONLY!

This "Game of the Experts" is kind of a world series of postal diplomacy. We stated then that it would be an annual affair. We shall keep our word!

Our first Gamesmasters game featured these seven gamesmasters: Dan Brannan, John Koning, John McCallum, Charles Wells, Conrad vonKotsko, Ron Bouds, and Jack Chalkers. The two Baltimore Boys were beaten quite promptly but the first four are still playing. It is now Spring 1970. It seems at this time that Dan Brannan may win unless John Koning pulls an upset in the near future.???????

Our second Gamesmasters game invitations are being sent to many gamesmasters including: Dan Brannan, James Dygert, John Koning, John McCallum, Charles Turner, Charles Wells, Harold Nans, Andy Swenson, and "Founder" Allan Calhomer.

Big Brother has proved in its 26 issues that we come out steady every two weeks and we have yet to delay an issue or get behind a deadline. If you are now in one of the three games now playing in Big Brother you may enroll in Gamesmasters Game #2 for only \$2.50. If you are not now playing in Big Brother the fee is only \$4.00 with the right to play in future annual Gamesmasters Games at the reduced fee of \$2.50. All players receive free issues of Big Brother for as long as they are active in the game that they paid for. **ENTER NOW!**

NAME

STREET

CITY

STATE

ZIP

TELEPHONE

NAME OF YOUR POSTAL DIPLOMACY ZINE

AMOUNT OF FEE ENCLOSED WITH ENTRY: \$

ALL COUNTRIES ASSIGNED BY LOT (CHANCE, DRAWING).

P.S. If you win a game of Postal Diplomacy in the near future don't forget to enter in the FREE Big Brother Game of WINNERS(Postal) ONLY. SOON! B.

Send entry to: Mr. Charles E. Reinzel, 120 Stn. Ave.,
Clarion, Pennsylvania, 16214 U.S.A.